ABSTRACT OF THE DISCLOSURE

A dummy object is generated by copying an object. A color of the dummy object is set to be brighter than the object and the position of the dummy object is finely adjusted . After that, the object and the dummy object are drawn using the Z sort method. Polygons of the object are added to a sort table as usual, whereas polygons of the dummy object are added to the sort table after such a shift of the first address of the sort table as to locate them behind their actual depth value with respect to the view point. Since the polygons are drawn from the farthest polygon from the view point in the sort table, the object is drawn over the dummy object. In the last stage the dummy object remains only in the part projecting outside the object and the part is drawn in a brighter color than the object.

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